



FHWS

iOS Programmierung

(mit Swift)

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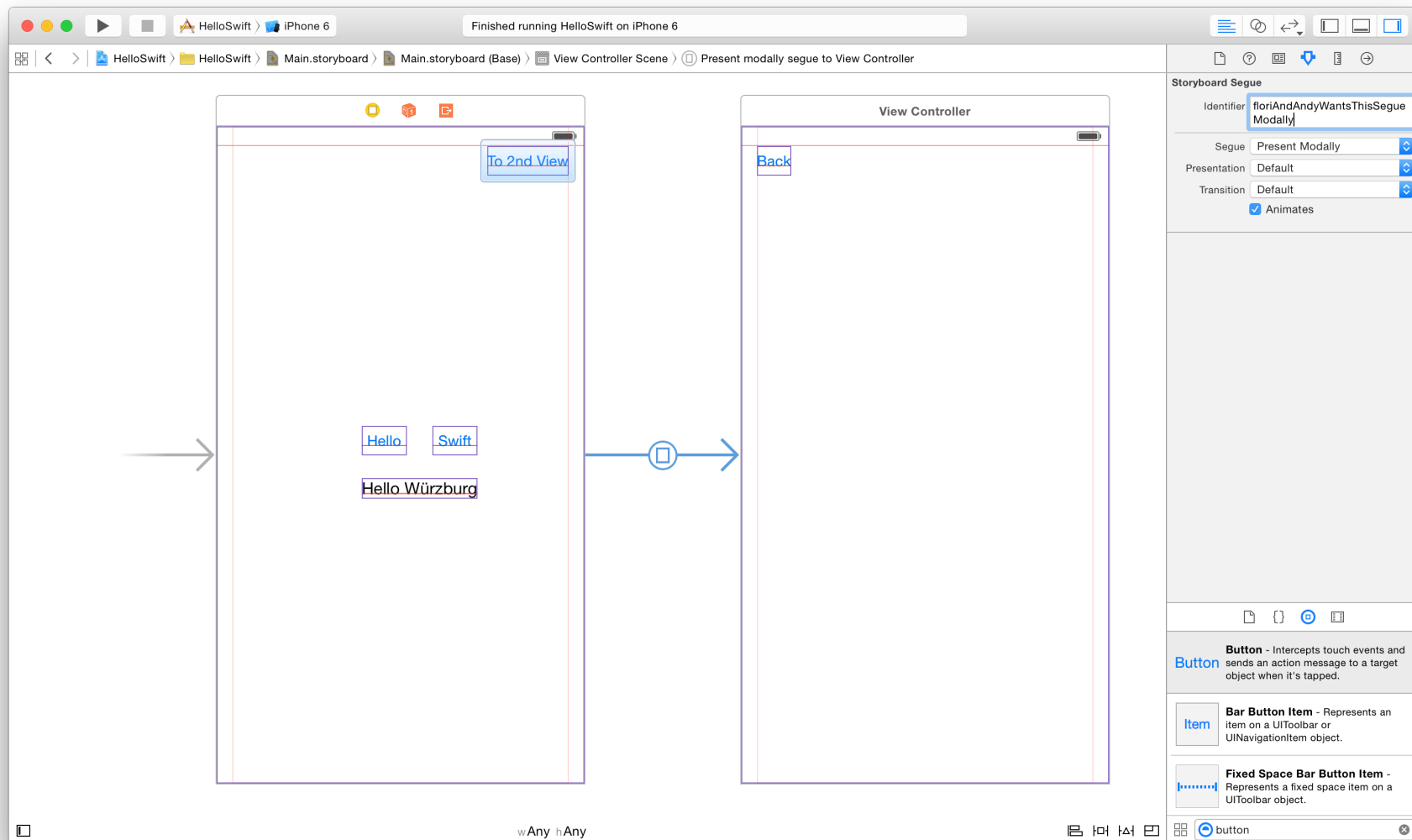
#FHWSSwift

Agenda

1. **Introduction** – Organisatorisches
2. **First iOS-Project** – Hello World, **First iOS-Project** – Still Hello World (now with Code 😊)
3. **Swift**, Wait!, What about Objective-C?, Why Swift?
4. **A (not so) Quick Tour**
5. **Documentation**
6. **The basics** – iOS Architecture & more
7. **User Interfaces** – View Controller, Auto Layout & Size Classes
8. **Storyboard & Segues**
9. **Tables & UINavigationController**
10. **TabBarController**
11. **Notifications**
12. **PickerViews**
13. **Touches, Gestures, 3D Touch, Peek & Pop**
14. **ScrollView & StackViews**
15. **Networking** – JSON & Dependency Managers
16. **WebKit**
17. **Maps**
18. **Storage & Data persistency** – UserDefaults, NSKeyedArchiver & Core Data
19. **ObjC**

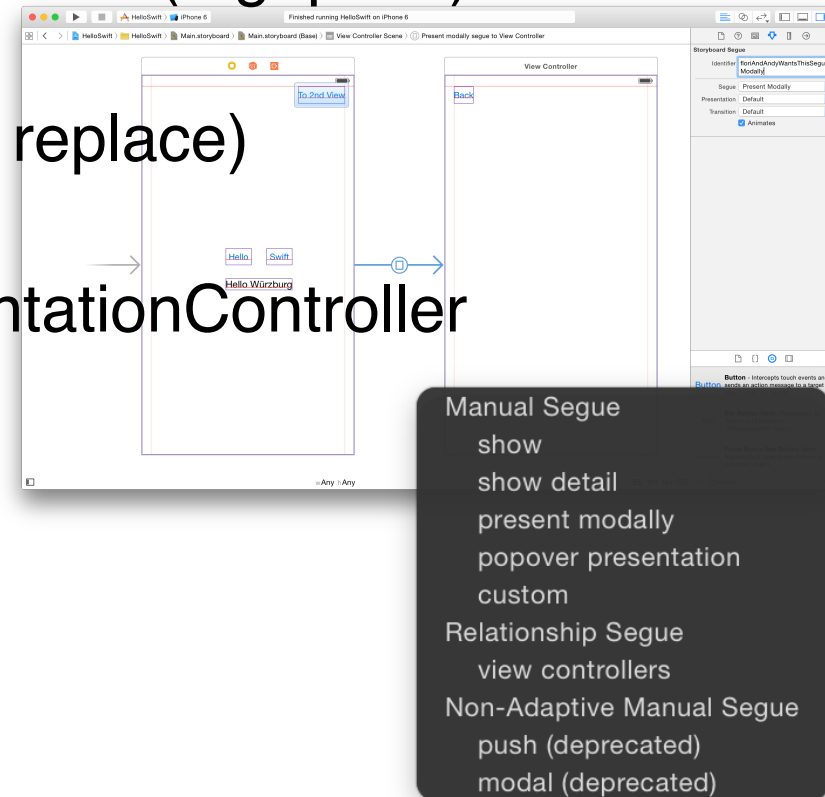
Storyboards & Segues

Use Storyboards to Define Navigation - Segue



Use Storyboards to Define Navigation - Segue

- **Show**
asks responder chains to show view controller (e.g. push)
- **Show detail**
asks responder chain to show detail (e.g. replace)
- **Present modally**
present view controller with new UINavigationController
- **Popover presentation**
variant of present modally that uses UIPopoverPresentationController
- **Custom**
is custom 🤔



Storyboards & Segues

Demo